

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS**

Term-End Theory Examination

December, 2016

00252

BNMI-008 : LOOK DEVELOPMENT

Time : $1\frac{1}{2}$ hours

Maximum Marks : 30

Note : Attempt all questions.

The following section has objective type questions. Select the right answer. Each question carries 1 mark.

1. To create a patch out of 4 adjustment curves, which of the following tools/commands can be used ? 1

(a) Bi-Rails

(b) Boundary

(c) Square

2. Out of the following, which is *not* a Boolean option in Maya ? 1

(a) Union

(b) Subtraction

(c) Difference

3. The _____ feature lets you automatically create a three or more sided face to fill an open area on a polygon mesh. 1
- (a) Fill Hole
 - (b) Close Hole
 - (c) Close Mesh
4. By default, 'smooth' feature in polygons lets you divide the geometry exponentially. 1
- (a) True
 - (b) False
5. You can split a polygon edge into two or more edges using the _____ features. 1
- (a) Edit Mesh > Add Division
 - (b) Edit Mesh > Detach Component
 - (c) Edit Mesh > Add Loop
6. Create Arc tools allow you to create a circular arc by specifying _____ end points. 1
- (a) one or two
 - (b) two or three
 - (c) four or five
7. Which of the following commands swaps the U and V directions of the selected surface? 1
- (a) Reverse Surface Direction
 - (b) Rebuild Surface
 - (c) Offset Surface

8. Which of the following is *not* the sub-component of a polygon object ? 1
- (a) Control Vertex
 - (b) Edge
 - (c) Face
9. _____ gives you access to merge vertices by dragging the source vertex to a target vertex. 1
- (a) Merge
 - (b) Merge to center
 - (c) Merge Vertex tool
10. Which of the following tools selects and moves vertices based on the distance and the direction you drag the tool ? 1
- (a) Pinch tool
 - (b) Grab tool
 - (c) Smooth tool
11. Knots in the curves are known as 1
- (a) Curve Points
 - (b) Control Vertices
 - (c) Edit Points
12. You can close a single surface by _____ command. 1
- (a) Edit Nurbs → Attach Surface
 - (b) Edit Nurbs → Open/Close Surface
 - (c) Edit Nurbs → Stitch

- 13. Default shortcut for Smooth Mesh preview is** **1**
- (a) Key '2'
 - (b) Key '3'
 - (c) Key '4'
- 14. The _____ feature lets you remove unwanted geometry from a polygon mesh.** **1**
- (a) Cleanup
 - (b) Remove
 - (c) Clear
- 15. Displacement in Maya can be converted into polygons.** **1**
- (a) True
 - (b) False

Answer the following questions in brief. Each question carries 5 marks.

- 16. Explain Soft Selection on Boolean Operations in Maya.** **5**
- 17. Differentiate between 'smooth' and 'soften' edge. Also mention the uses of both.** **5**
- 18. Explain the Normal mapping technique in detail. Explain how to export maps from Mudbox and implement it in Maya.** **5**